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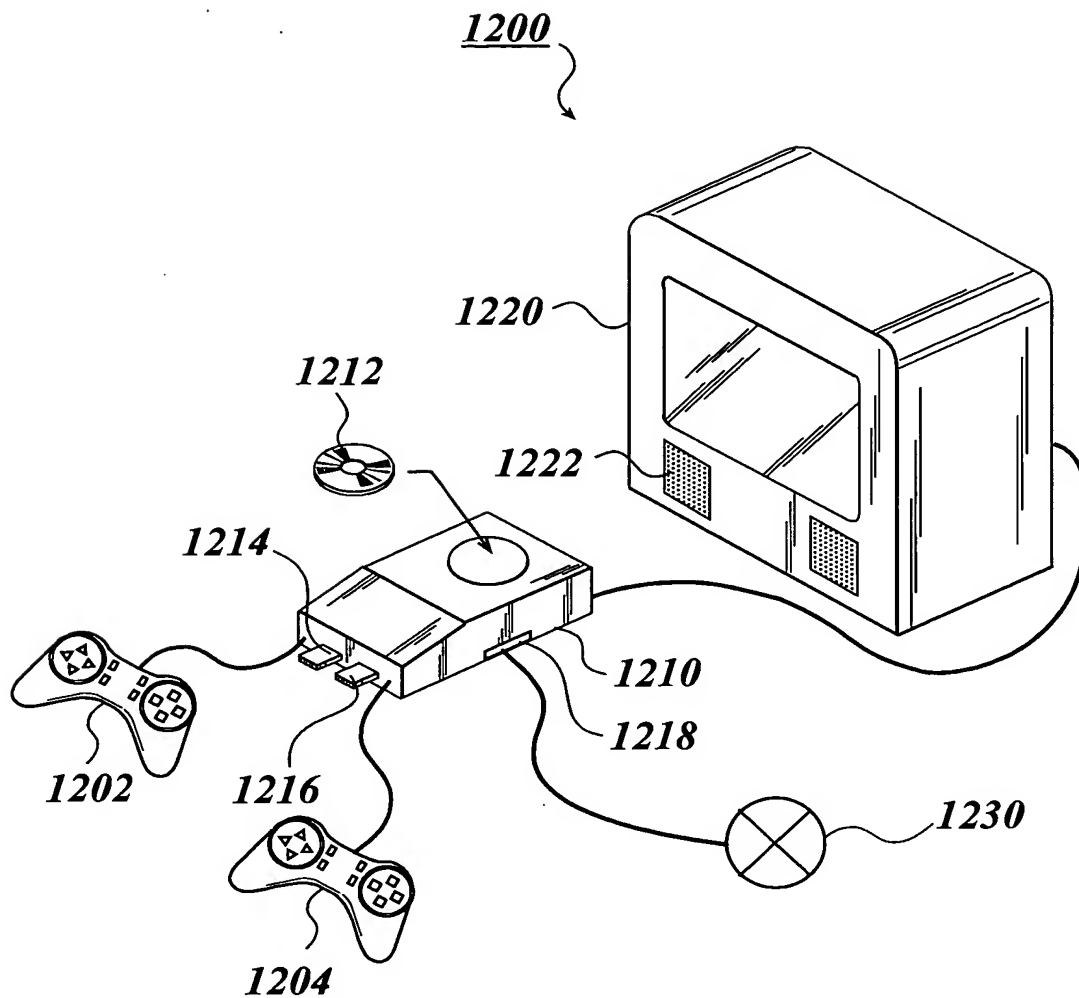
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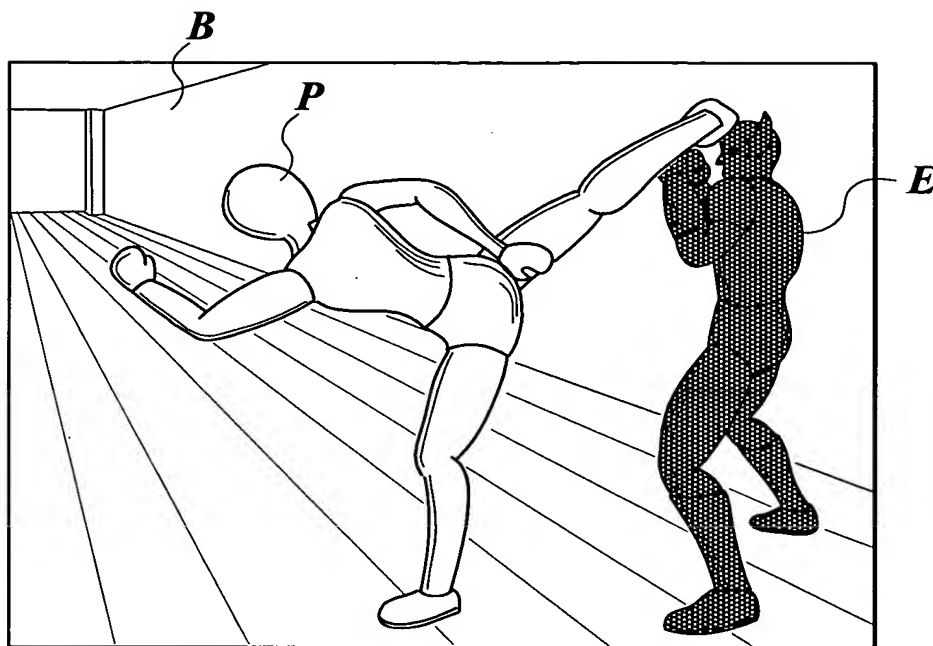
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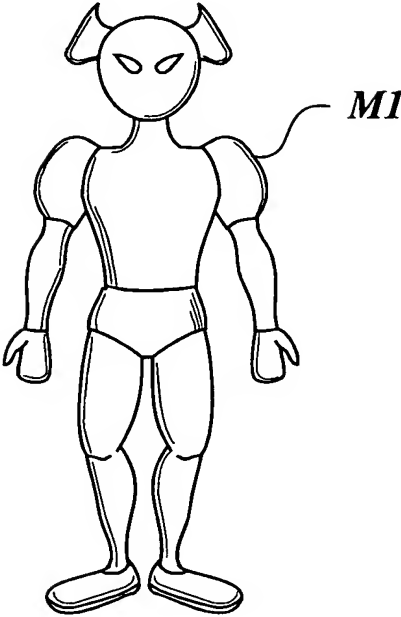
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**FIG 1**



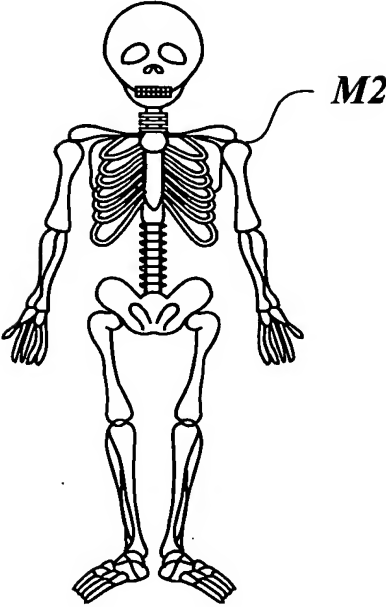
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**FIG. 2**



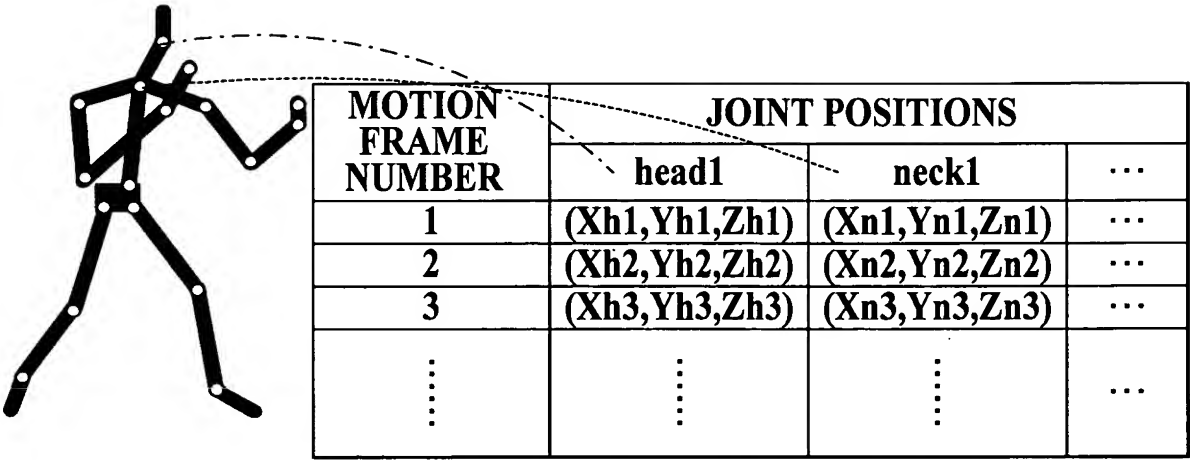
**FIG.3A**



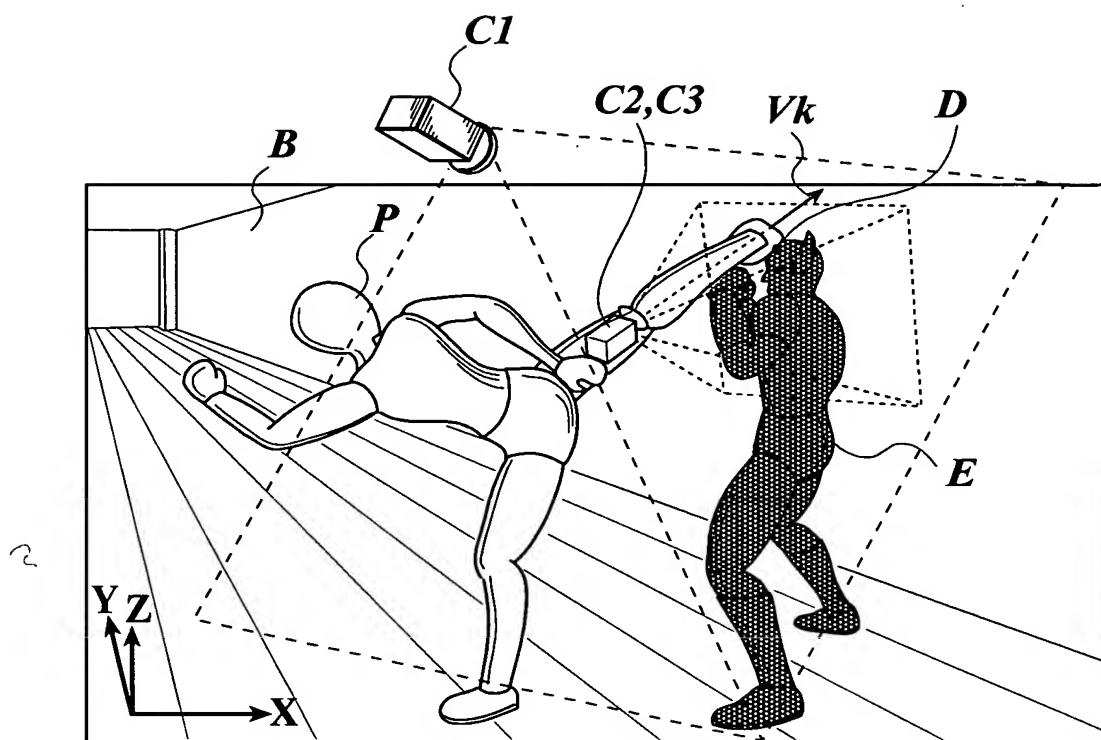
**FIG.3B**



**FIG.3C**

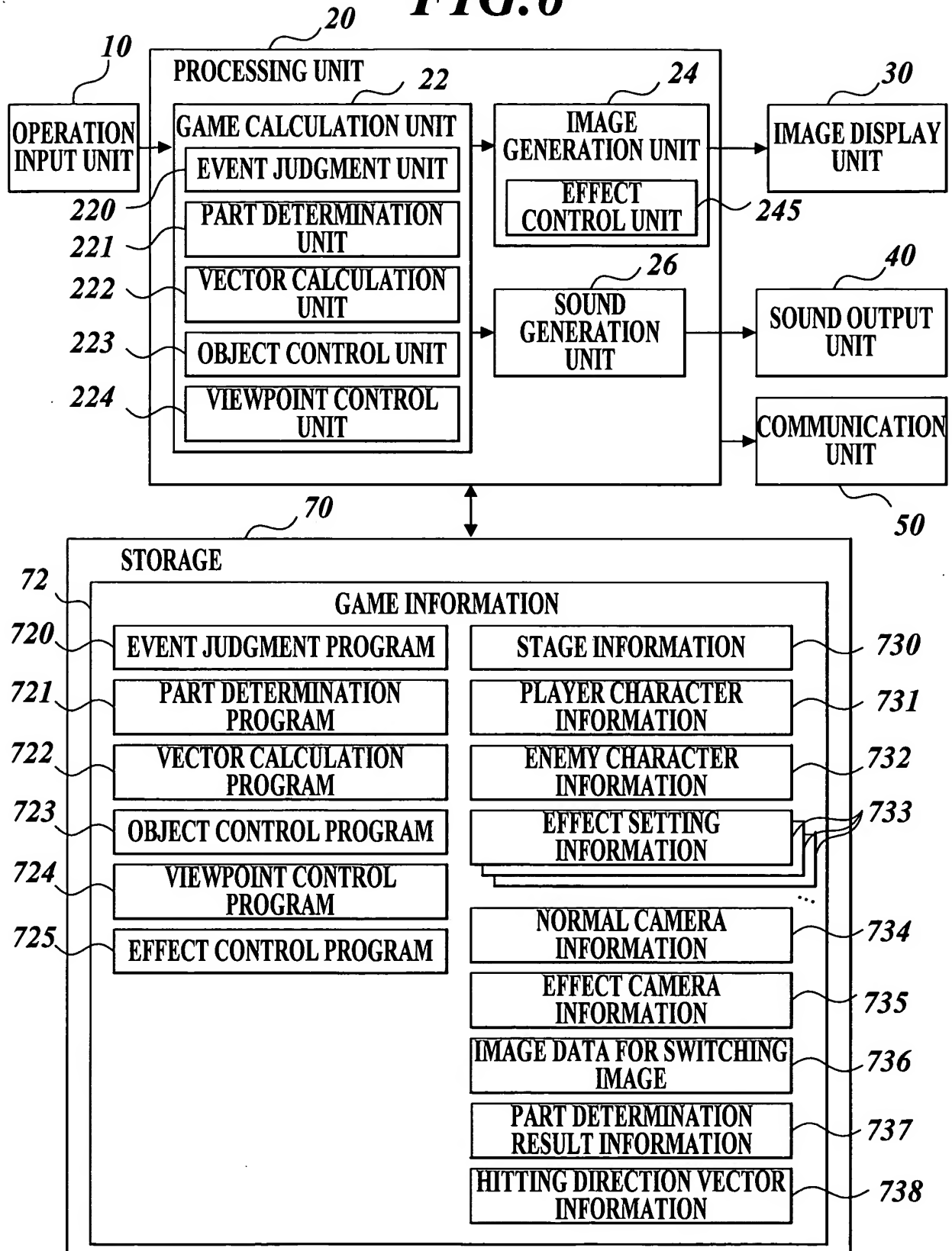


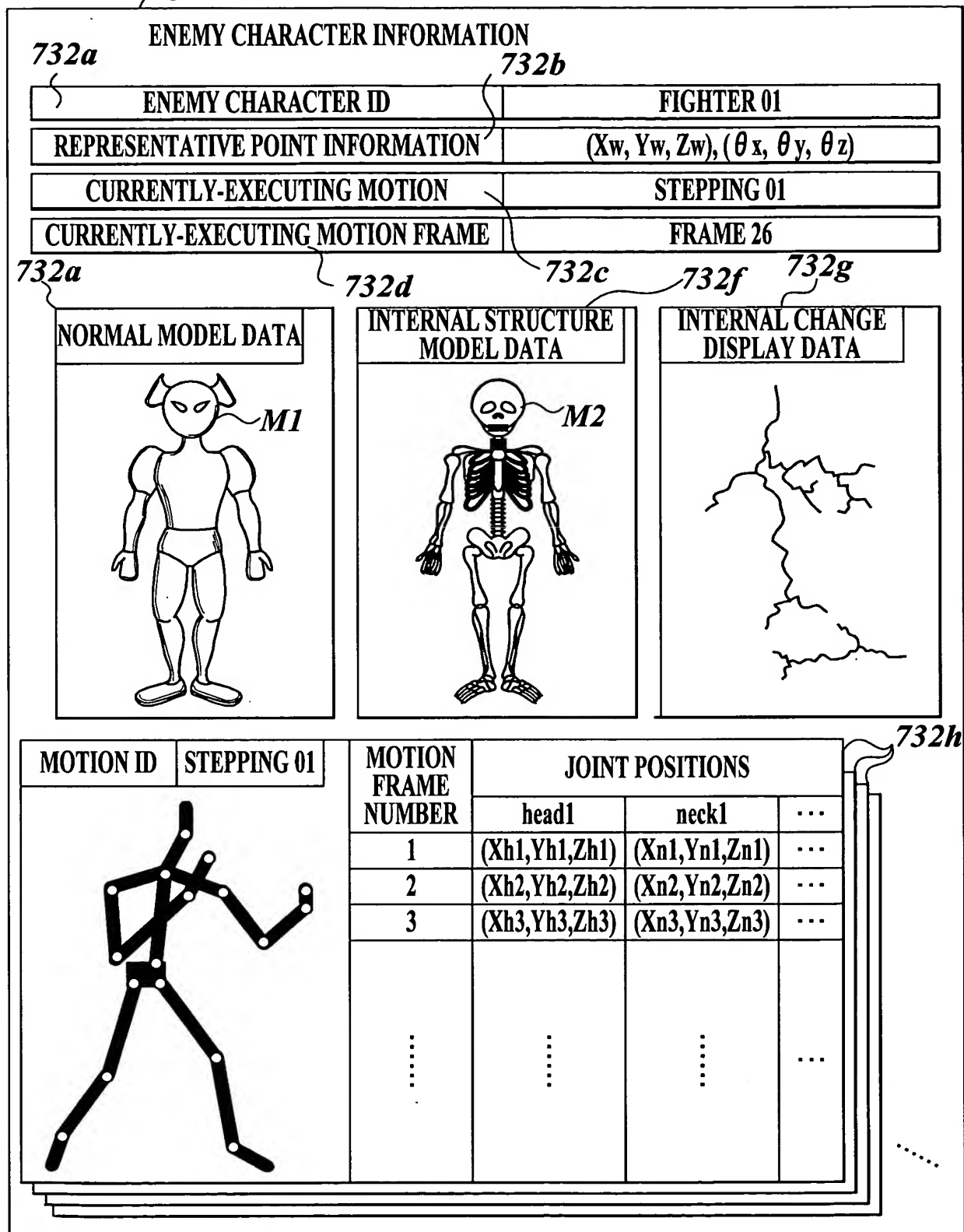
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**FIG 4**



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**FIG.5**

CUT NUMBER	CAMERA	OBJECT	TRANSIENT CAMERAWORK
1	NORMAL CAMERA C1	1. PLAYER CHARACTER 2. ENEMY CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1. ZOOMING IN 2. FADING OUT TO WHITE (0%→100%)
2	EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	1. ZOOMING IN 2. DISSOLVING
3	EFFECT CAMERA C3	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	
4	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	OVERLAYING TEXTURE
5	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1. ZOOMING OUT 2. DISSOLVING
6	EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	

**FIG. 6**

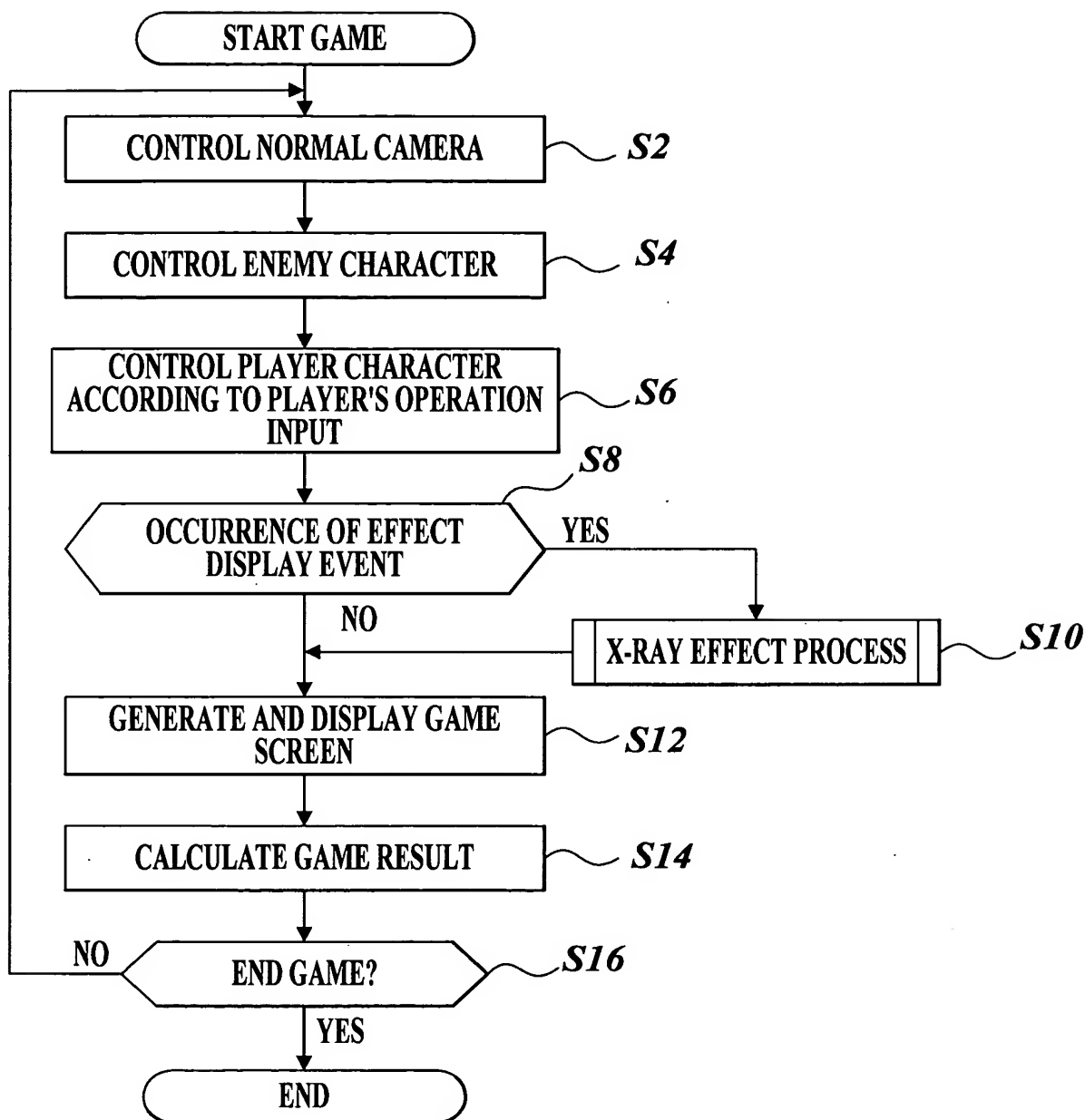
**FIG. 7**732



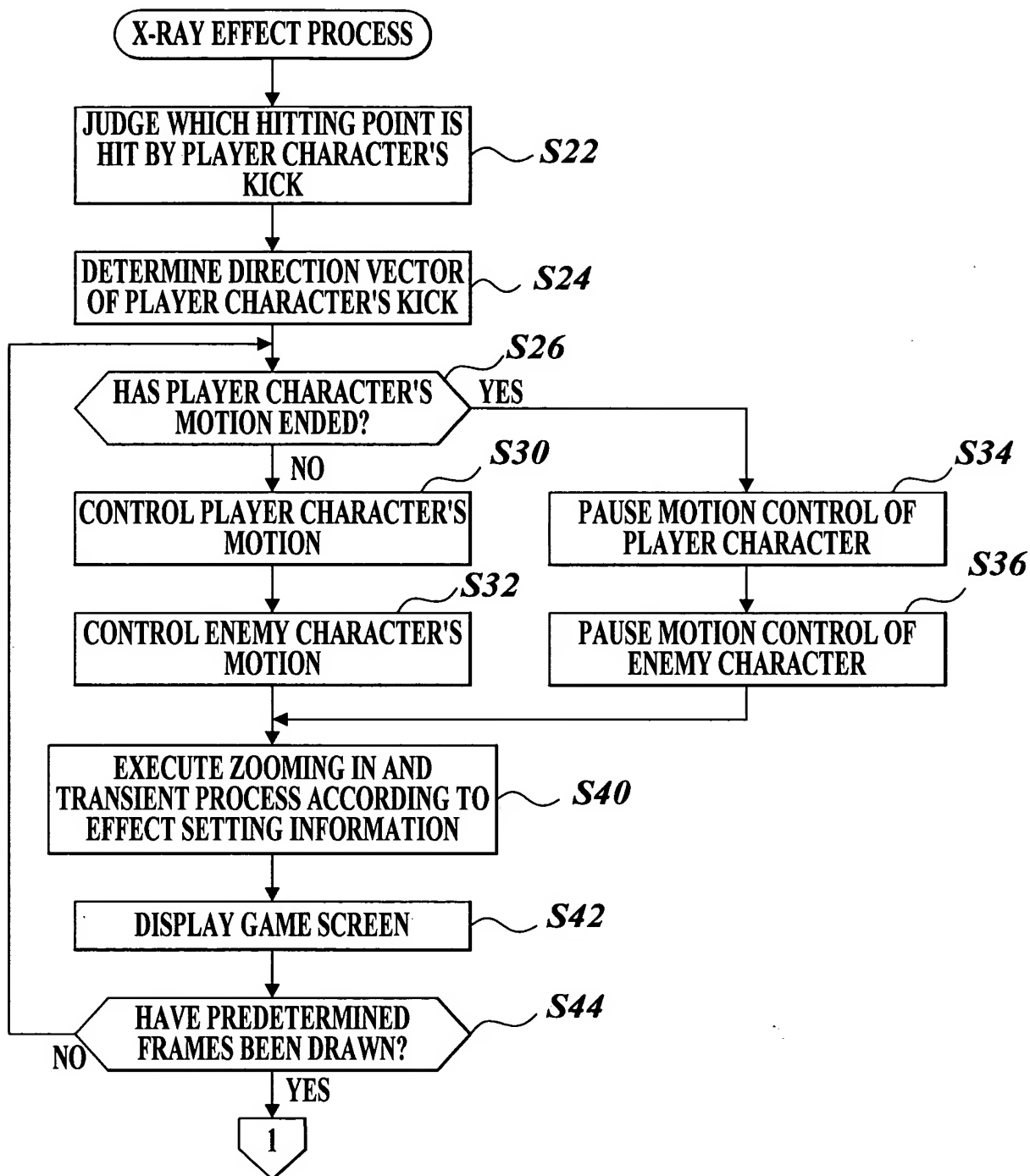
# FIG.8

EFFECT SETTING INFORMATION						
APPLYING EVENT TYPE		KICK				
733b		733c	733d	733a		
CUT NUMBER	DRAWING FRAME NUMBER	FILMING CONTENTS			TRANSIENT PROCESS CONTENTS	
		CAMERA	OBJECT	FIELD ANGLE SETTING	TRANSIENT PROCESS TYPE	APPLYING FRAME NUMBER
1	0~90 f	NORMAL CAMERA C1	1.PLAYER CHARACTER 2.ENEMY CHARACTER (NORMAL MODEL M1) 3.BACKGROUND	1X→2X	FADING OUT TO WHITE (0%→100%)	30~90 f
2	91~150 f	EFFECT CAMERA C2	1.ENEMY CHARACTER (NORMAL MODEL M1) 2.BACKGROUND		ZOOMING IN (1x→1.2x) DISSOLVING	91~150 f
3		EFFECT CAMERA C3	1.ENEMY CHARACTER (NORMAL MODE M1) 2.BACKGROUND			
4	151~240 f	EFFECT CAMERA C3	1.ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1.2X	OVERLAYING TEXTURE	181~240 f
5	241~300f	EFFECT CAMERA C3	1.ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)		ZOOMING OUT (1.2x→1x) DISSOLVING	241~300 f
6		EFFECT CAMERA C2	1.ENEMY CHARACTER (NORMAL MODEL M1) 2.BACKGROUND			

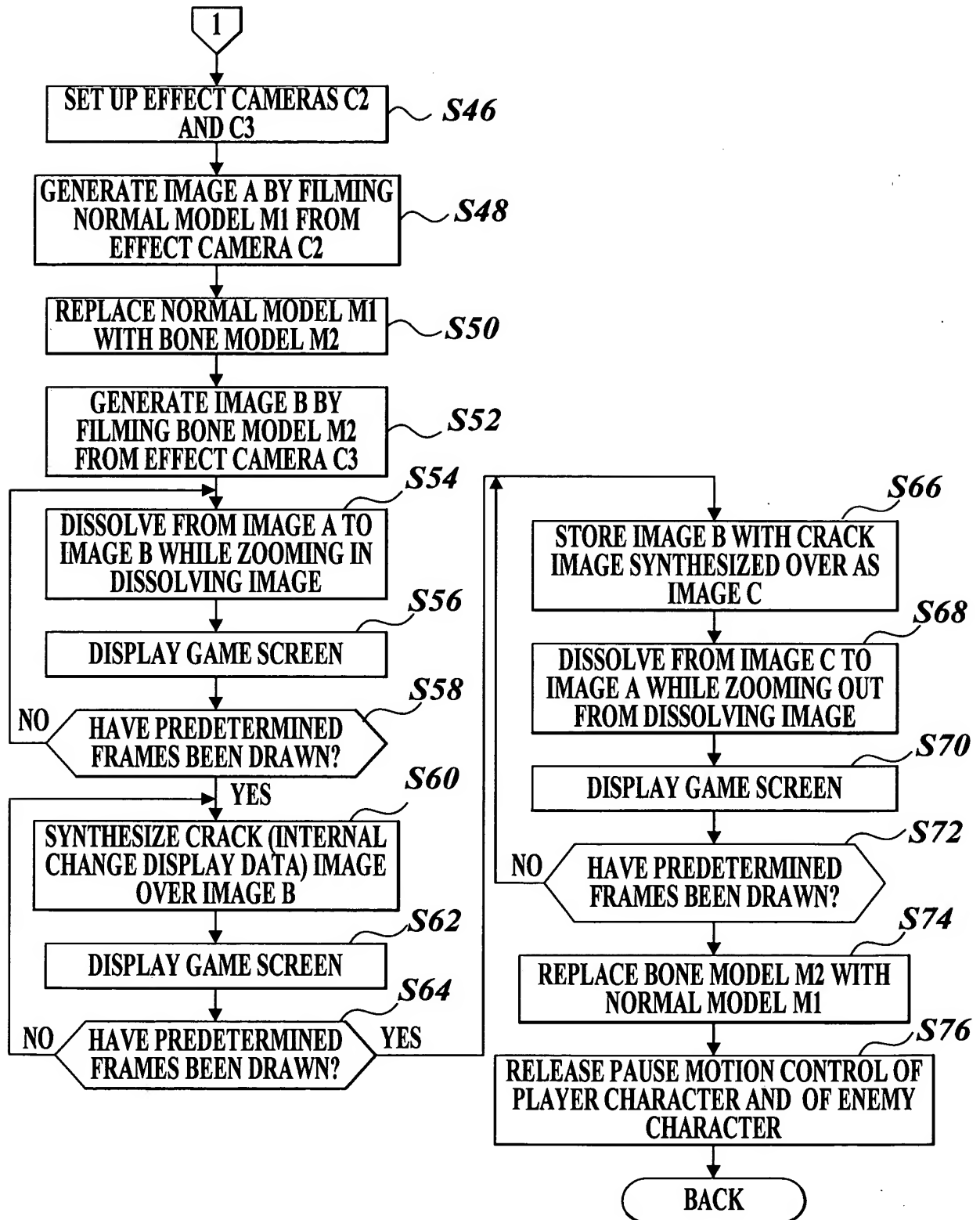
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**FIG.9**



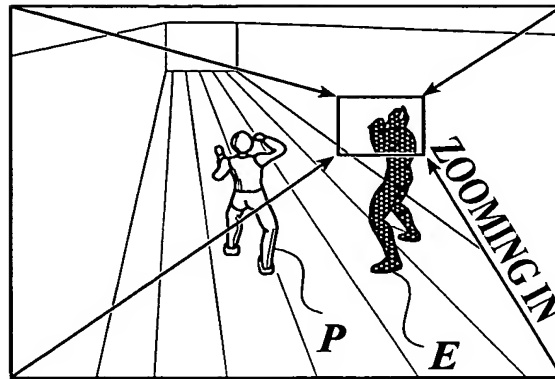
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**FIG.10**



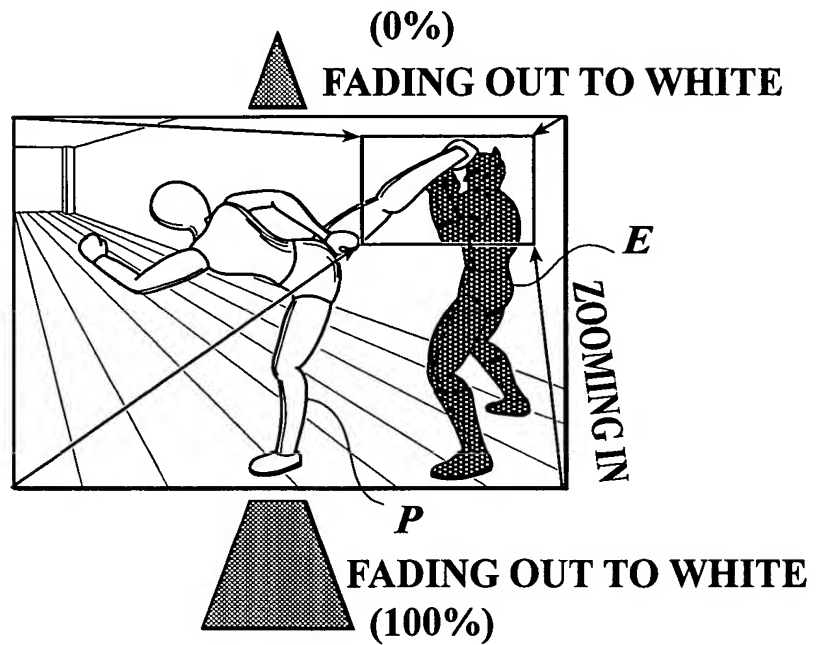
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**FIG.11**



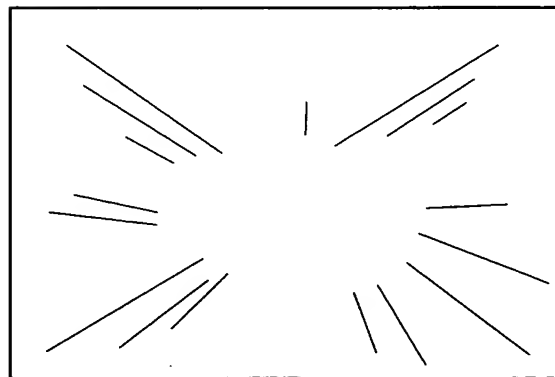
**FIG.12A**



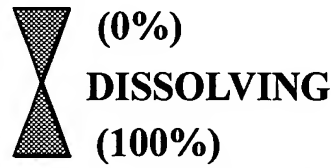
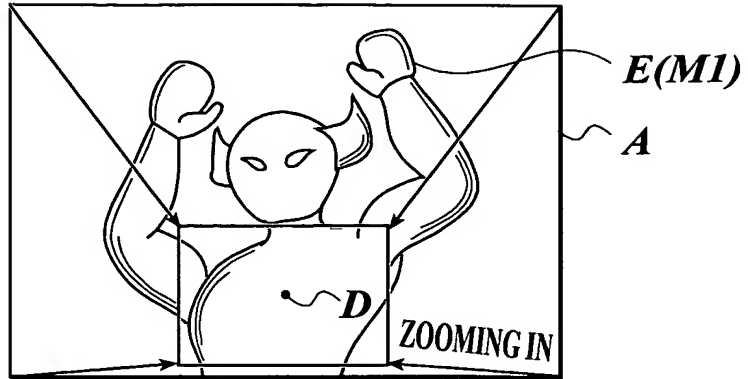
**FIG.12B**



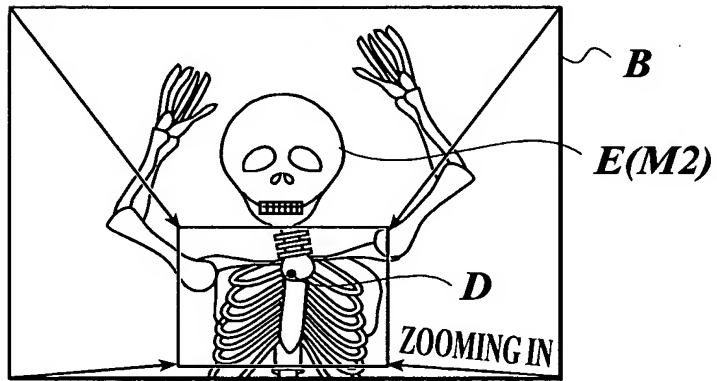
**FIG.12C**



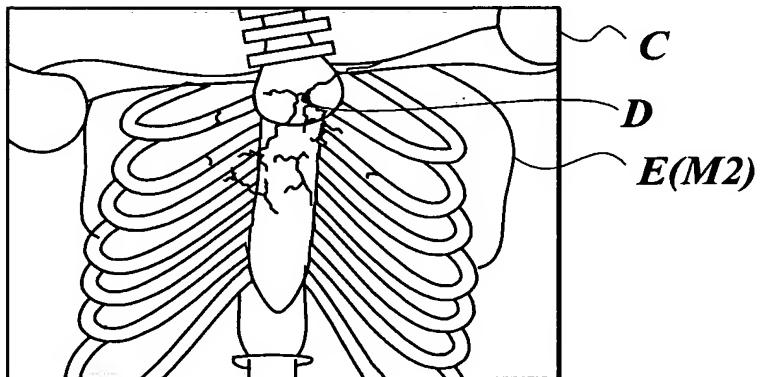
**FIG 13A**



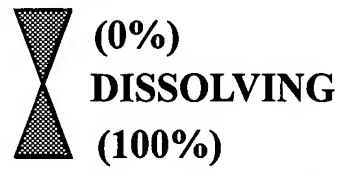
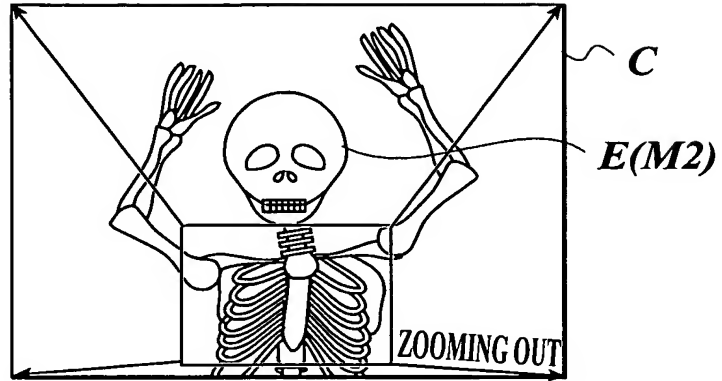
**FIG 13A**



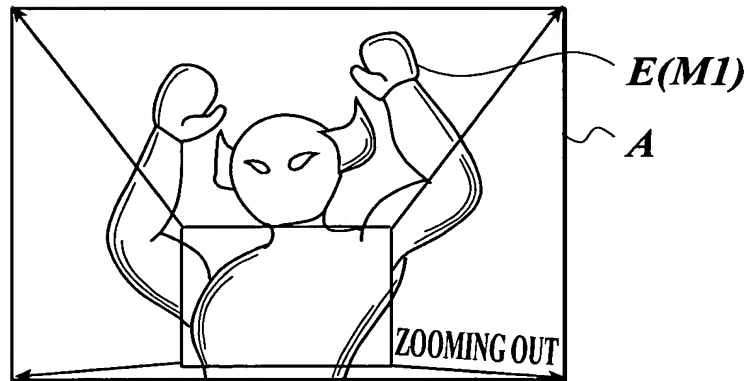
**FIG 13A**



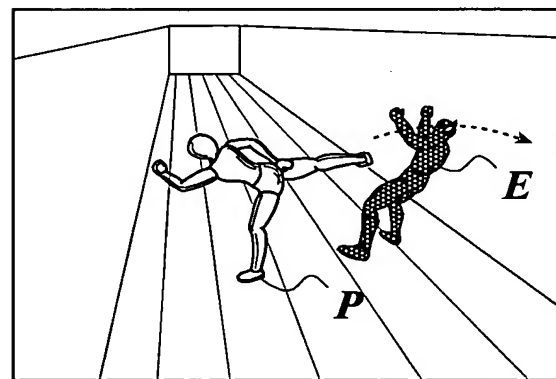
**FIG 14A**



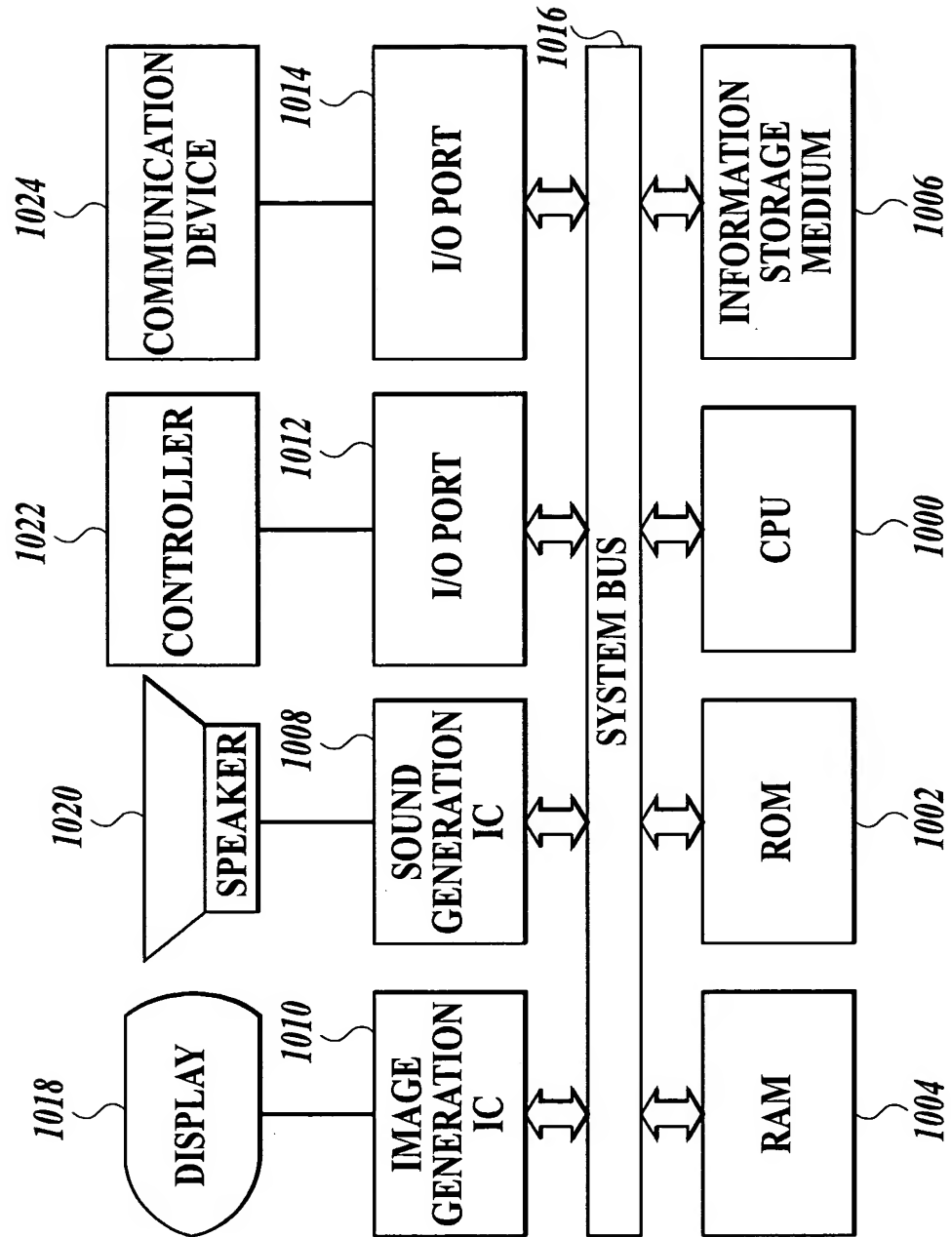
**FIG 14B**



**FIG 14C**



**FIG.15**





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**FIG 16**

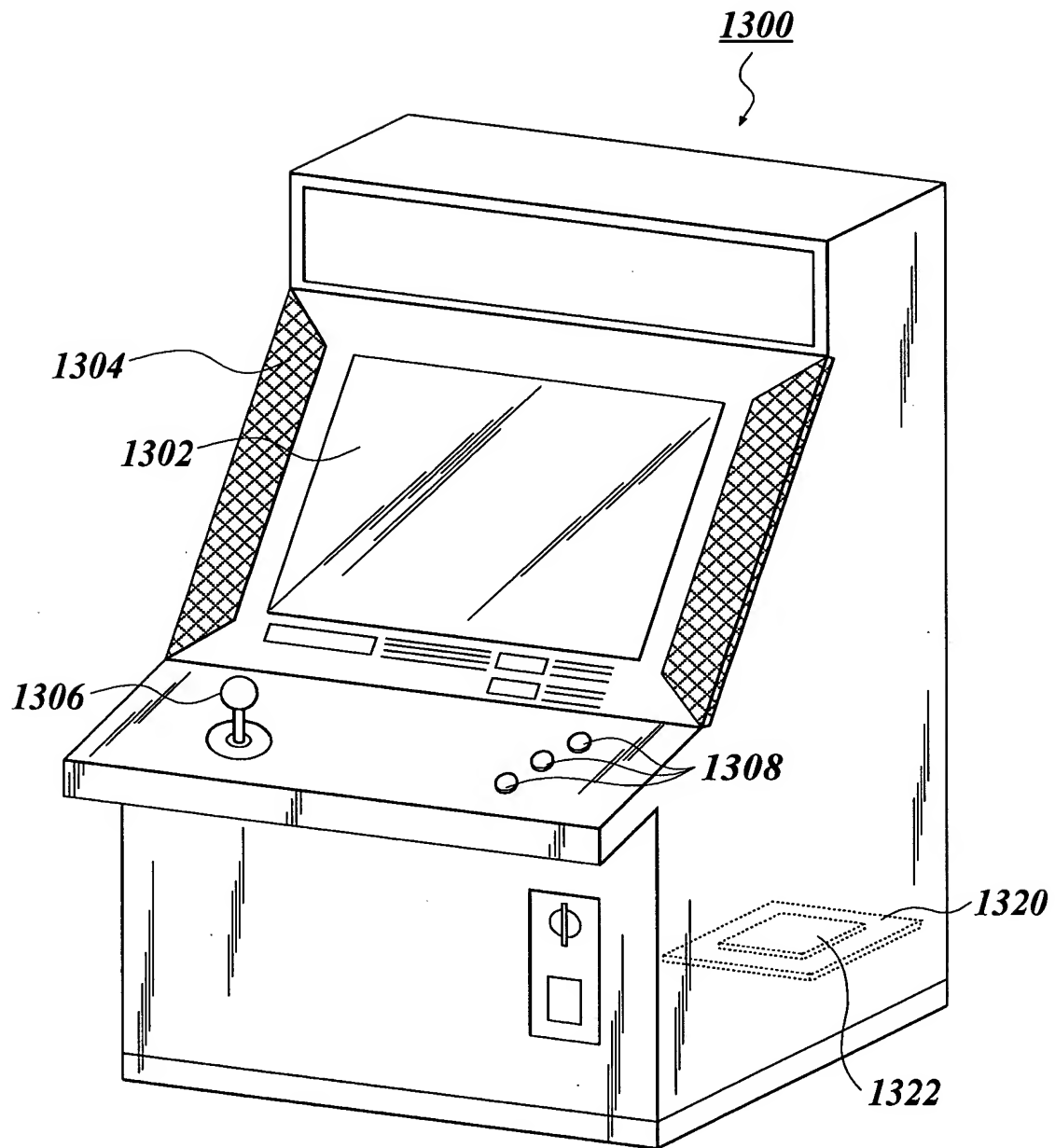
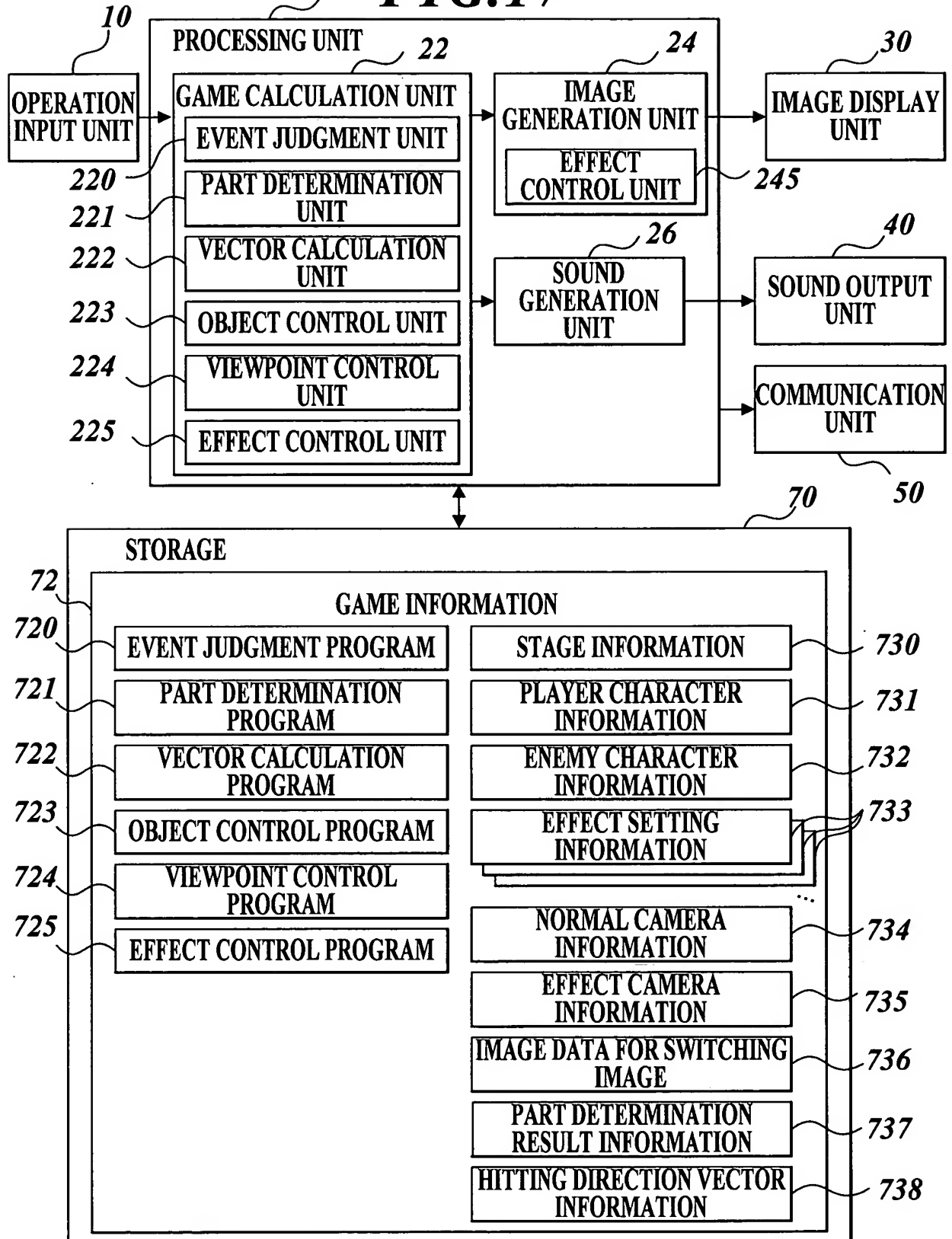
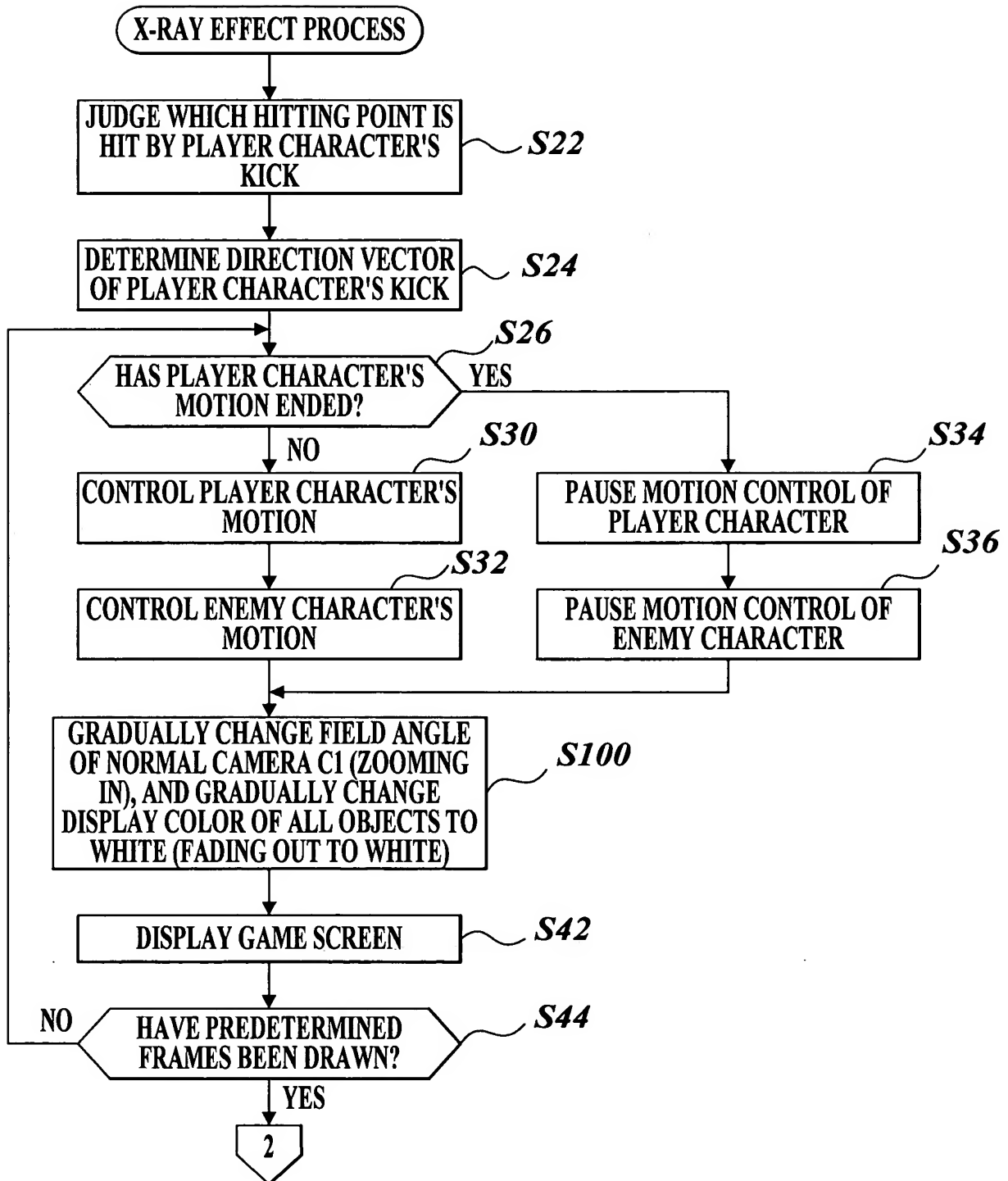


FIG. 17

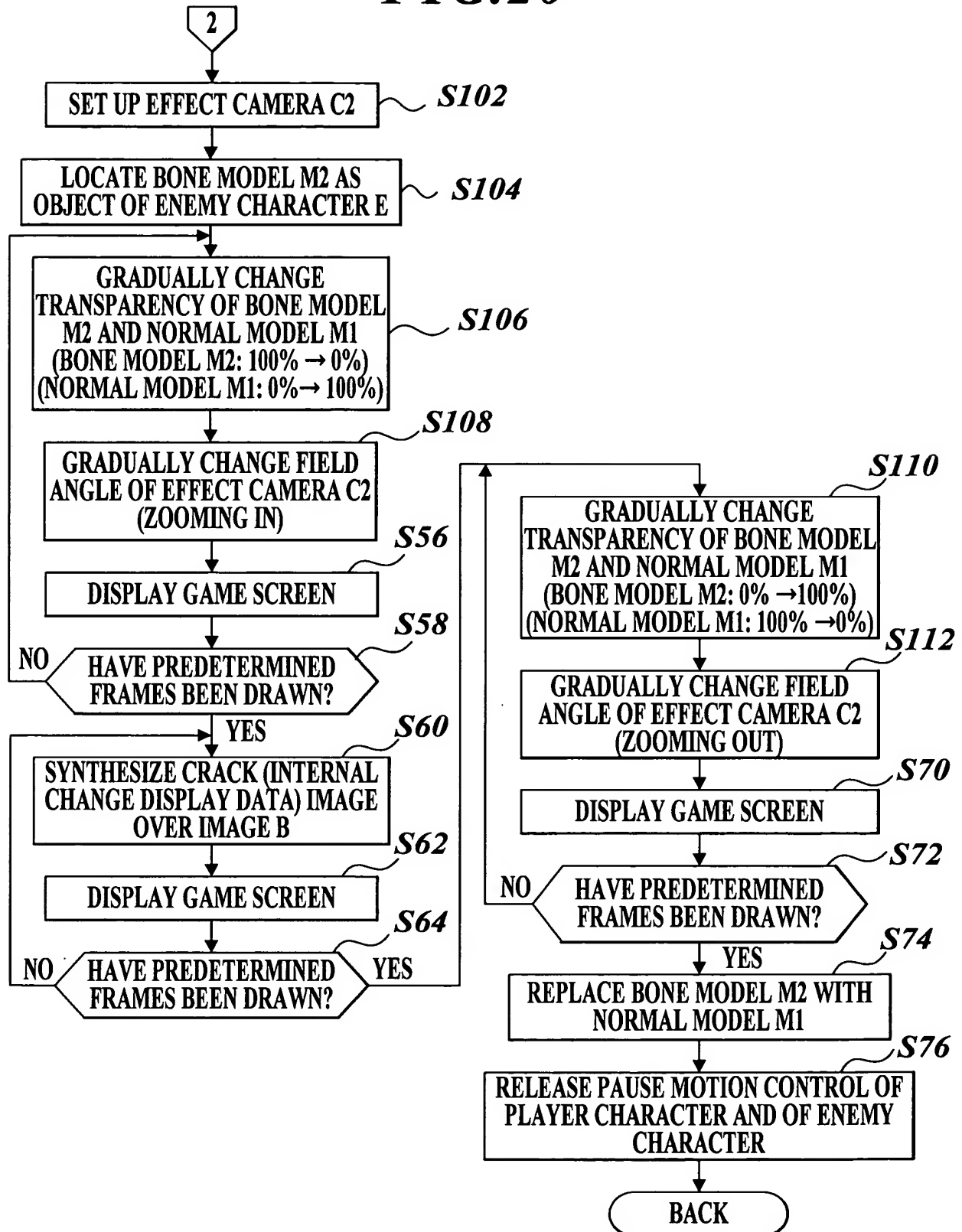




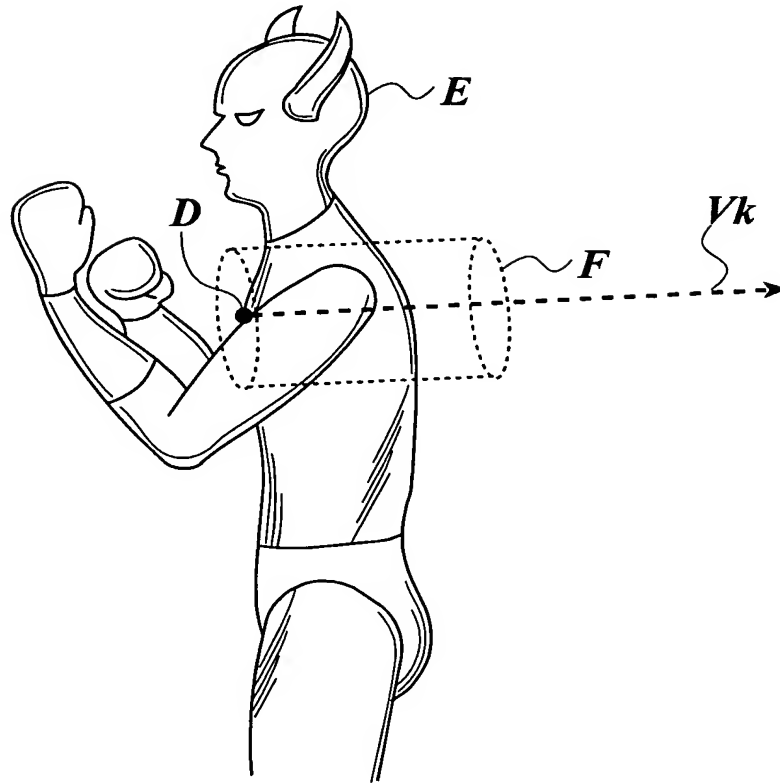
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**FIG.19**



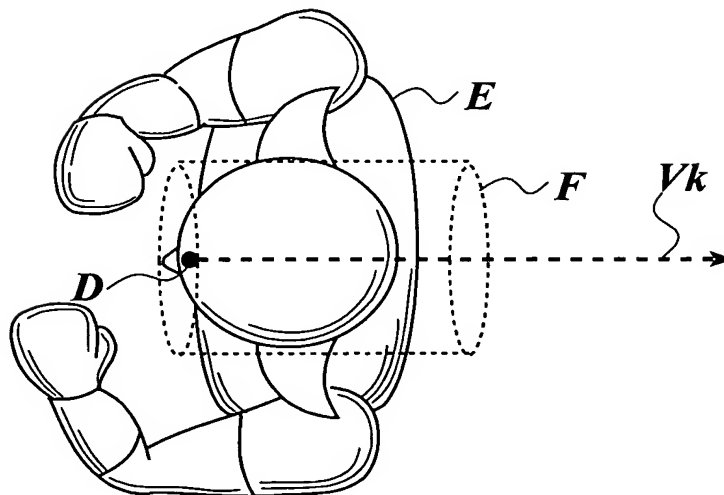
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**FIG. 20**



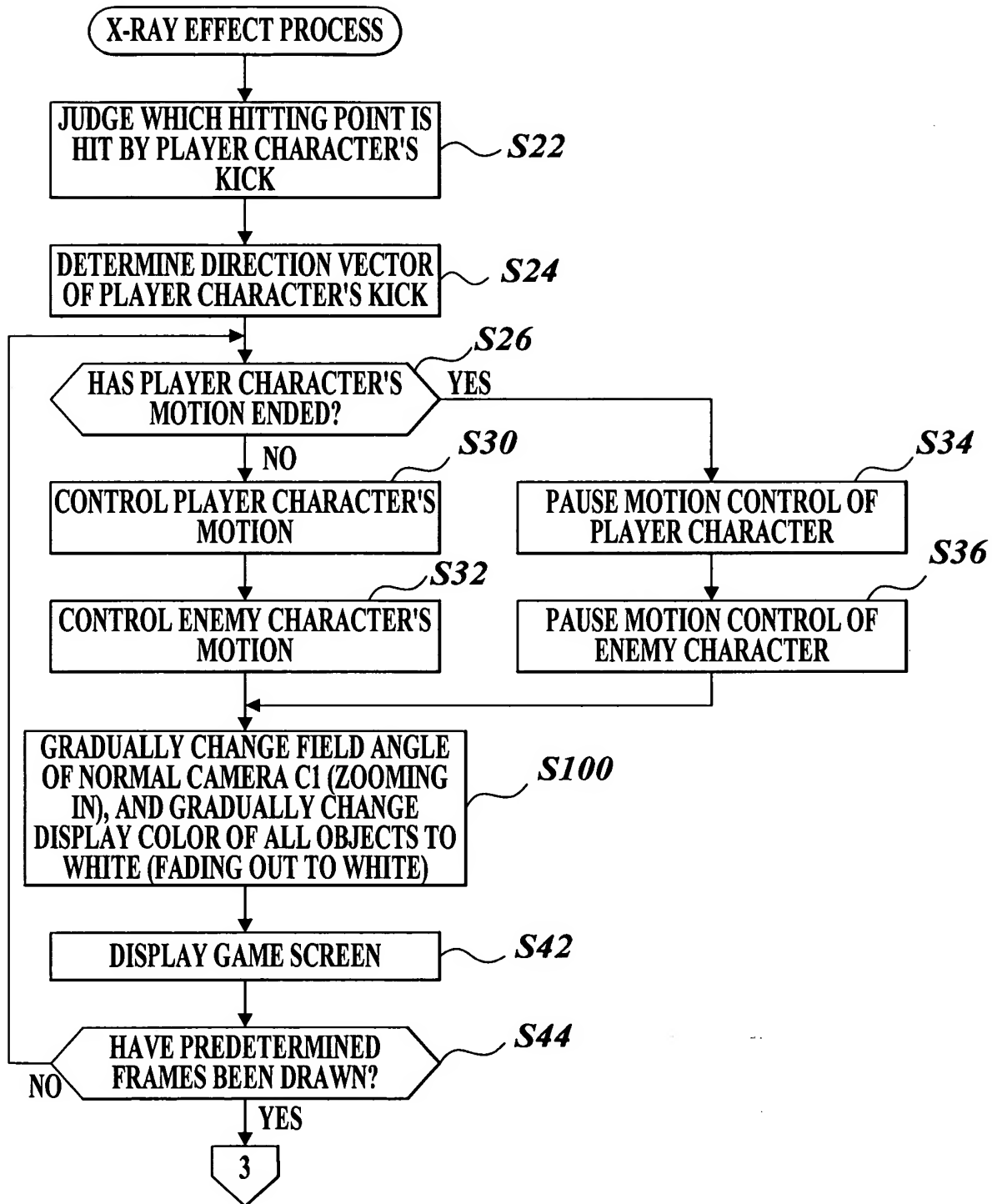
**FIG 21A**

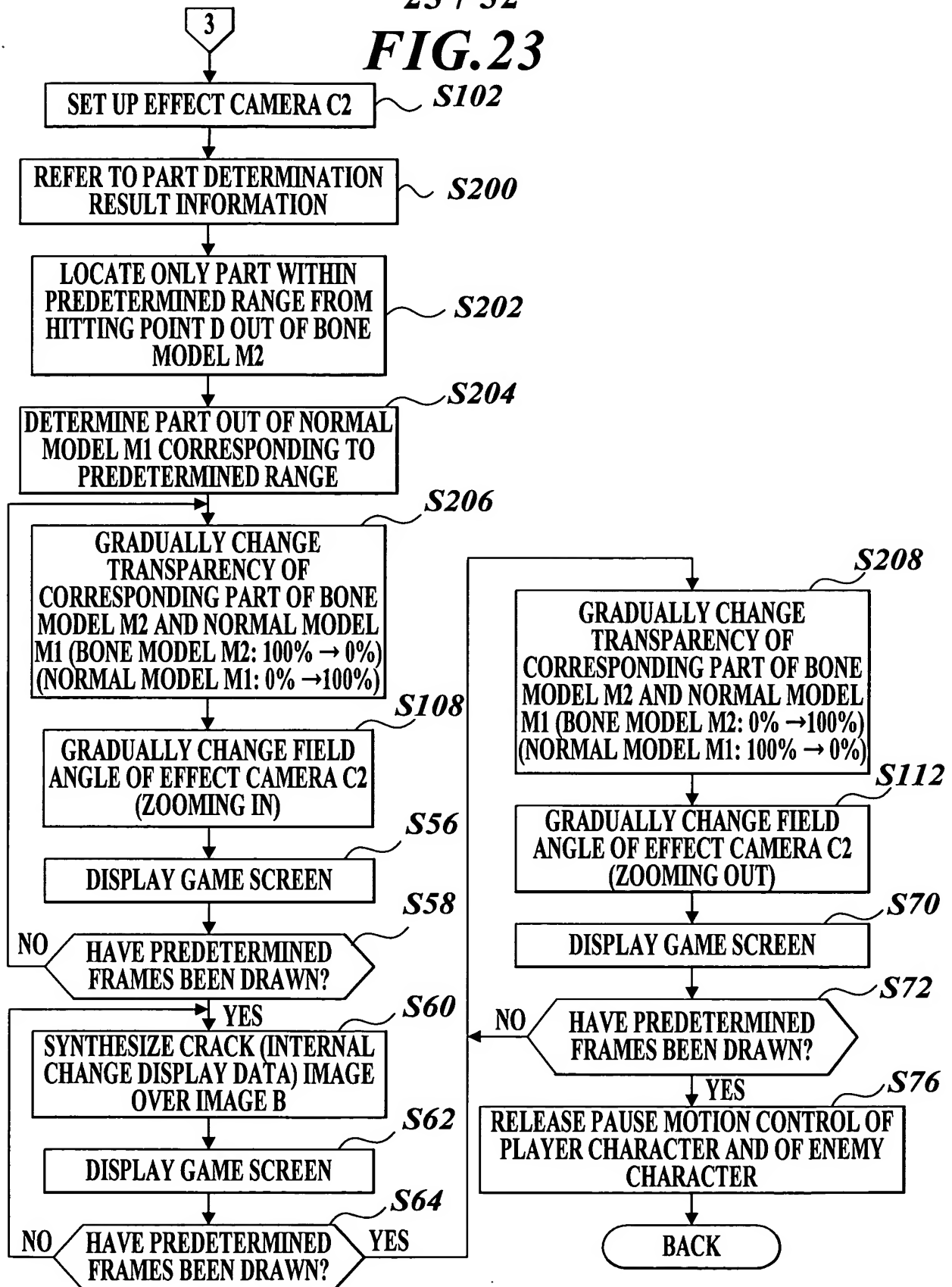


**FIG 21B**



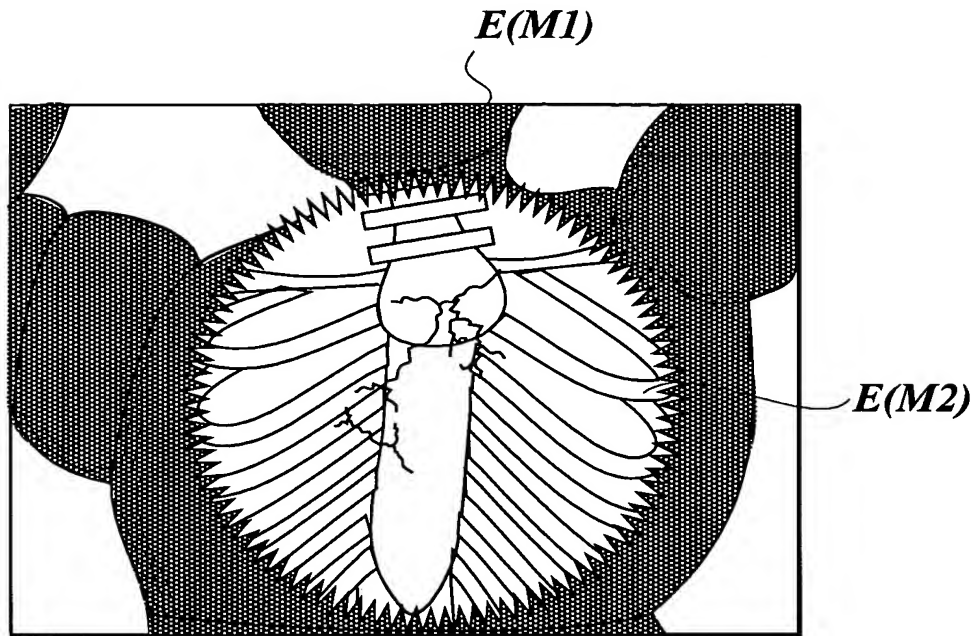
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**FIG.22**



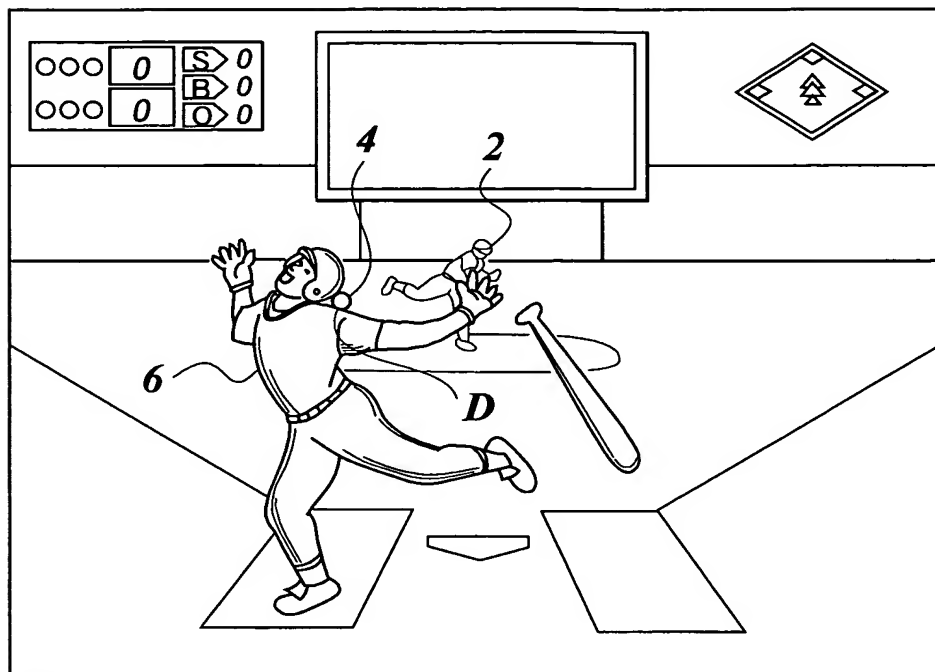
**FIG. 23**



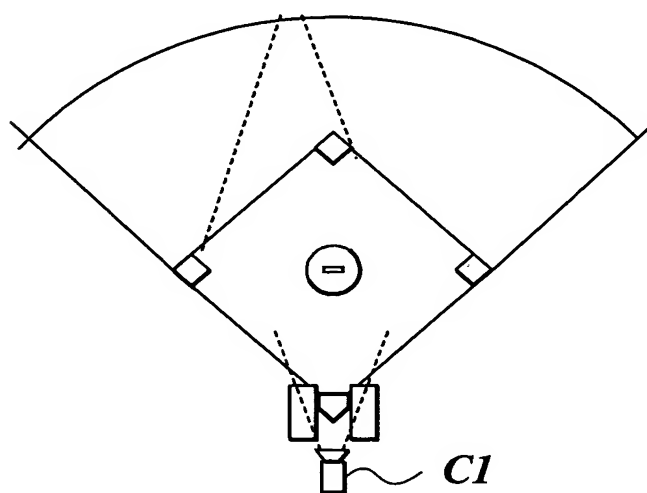
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**FIG 24**

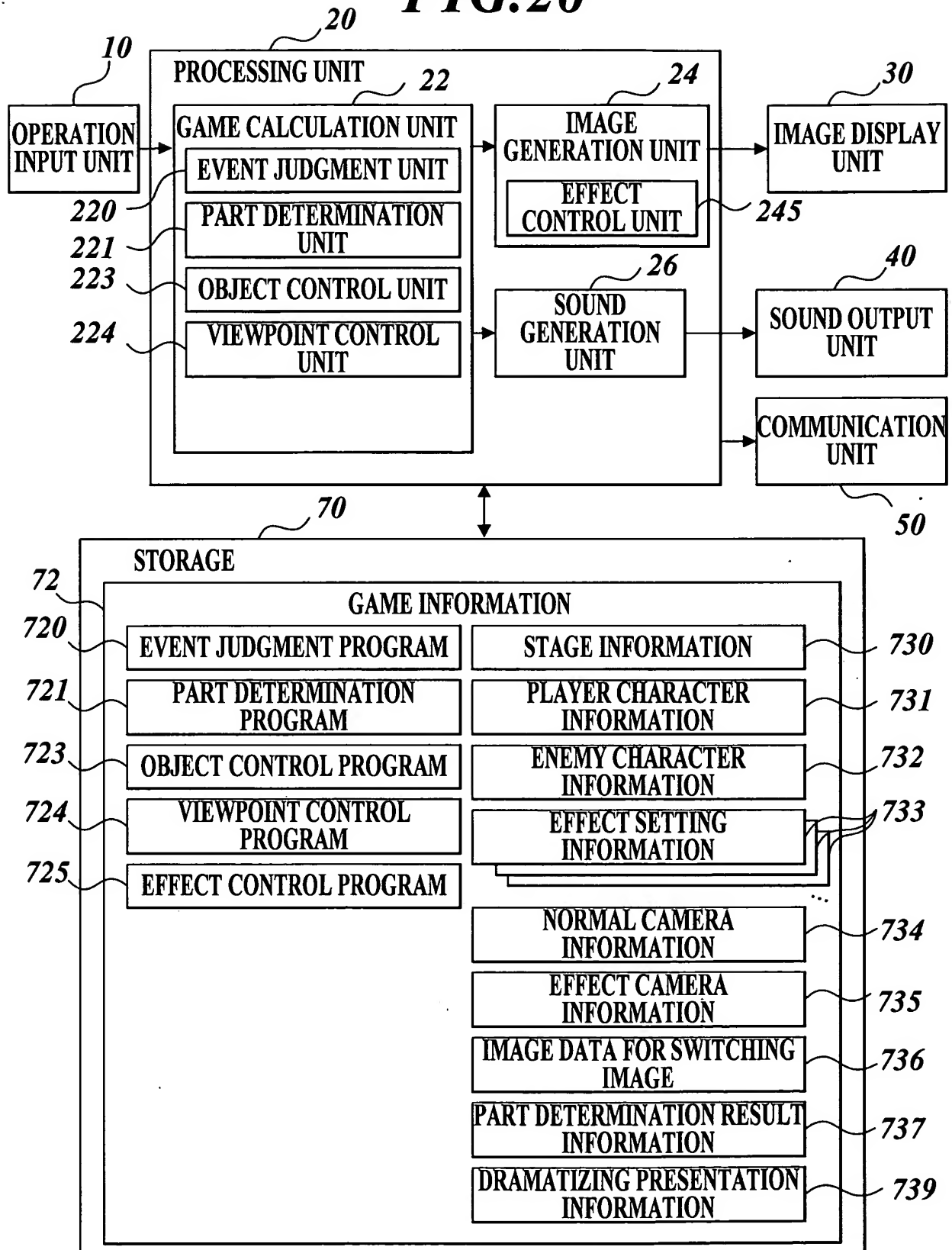


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**FIG 25A**



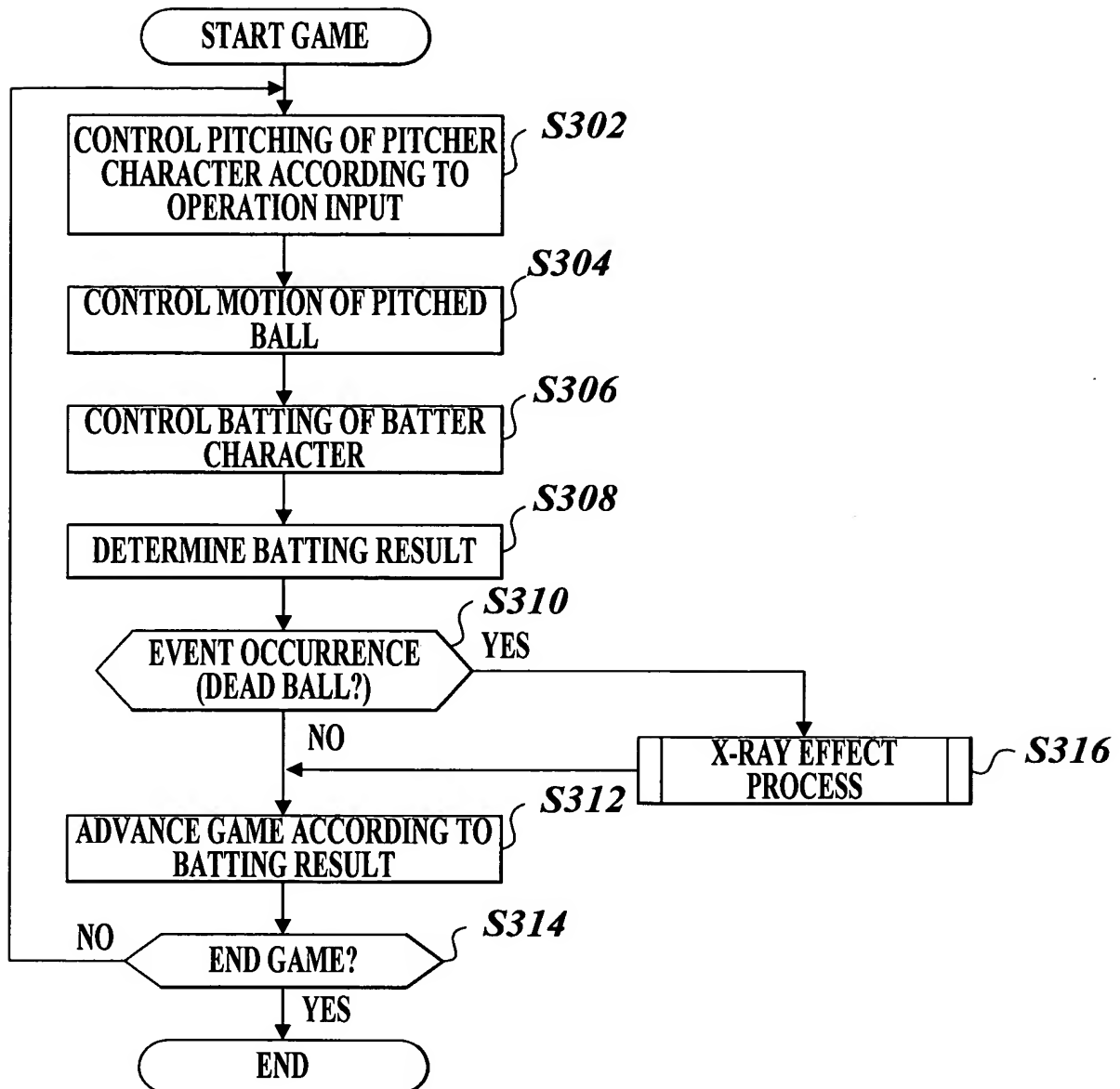
**FIG 25B**



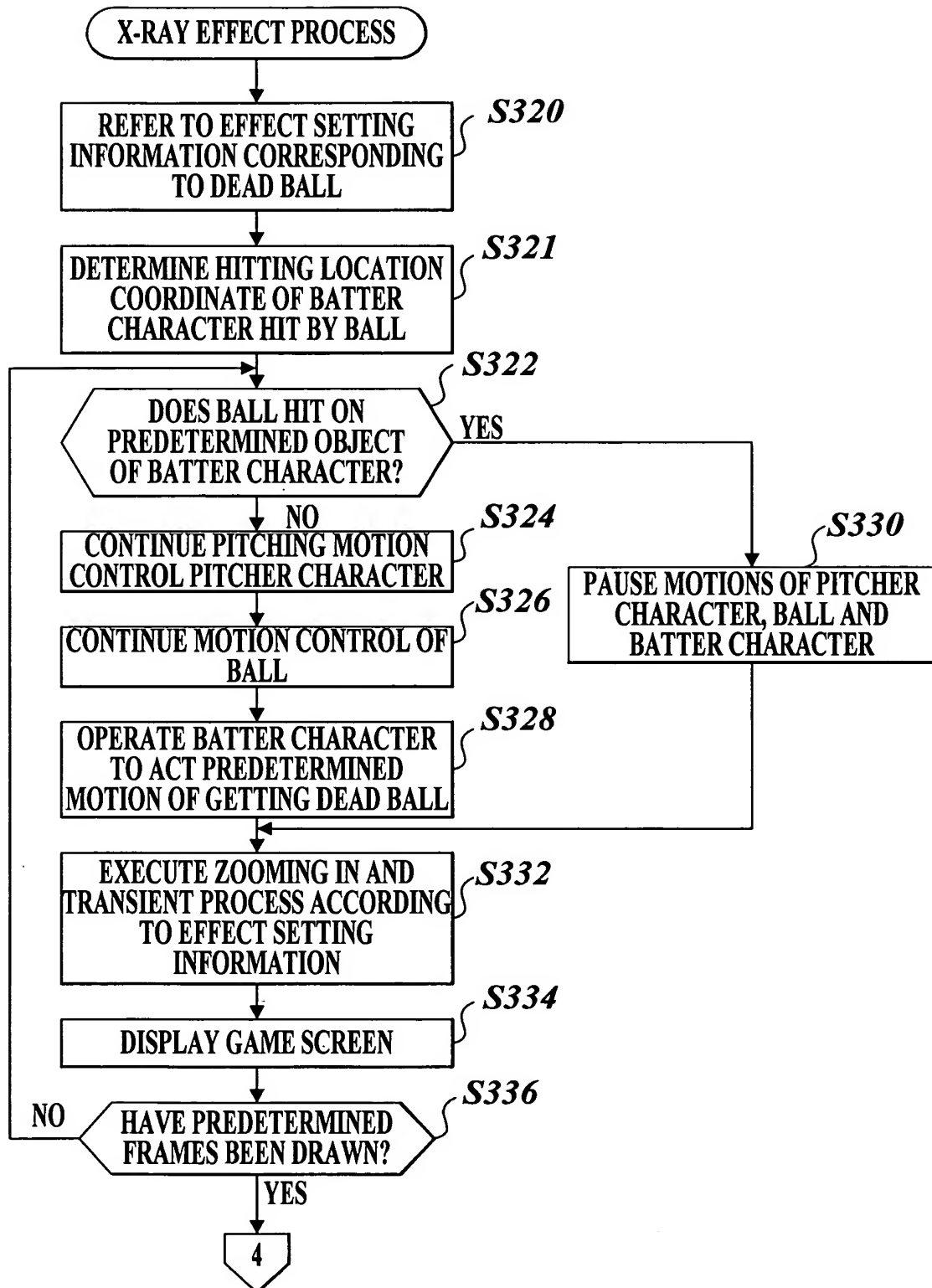
**FIG. 26**

# FIG. 27

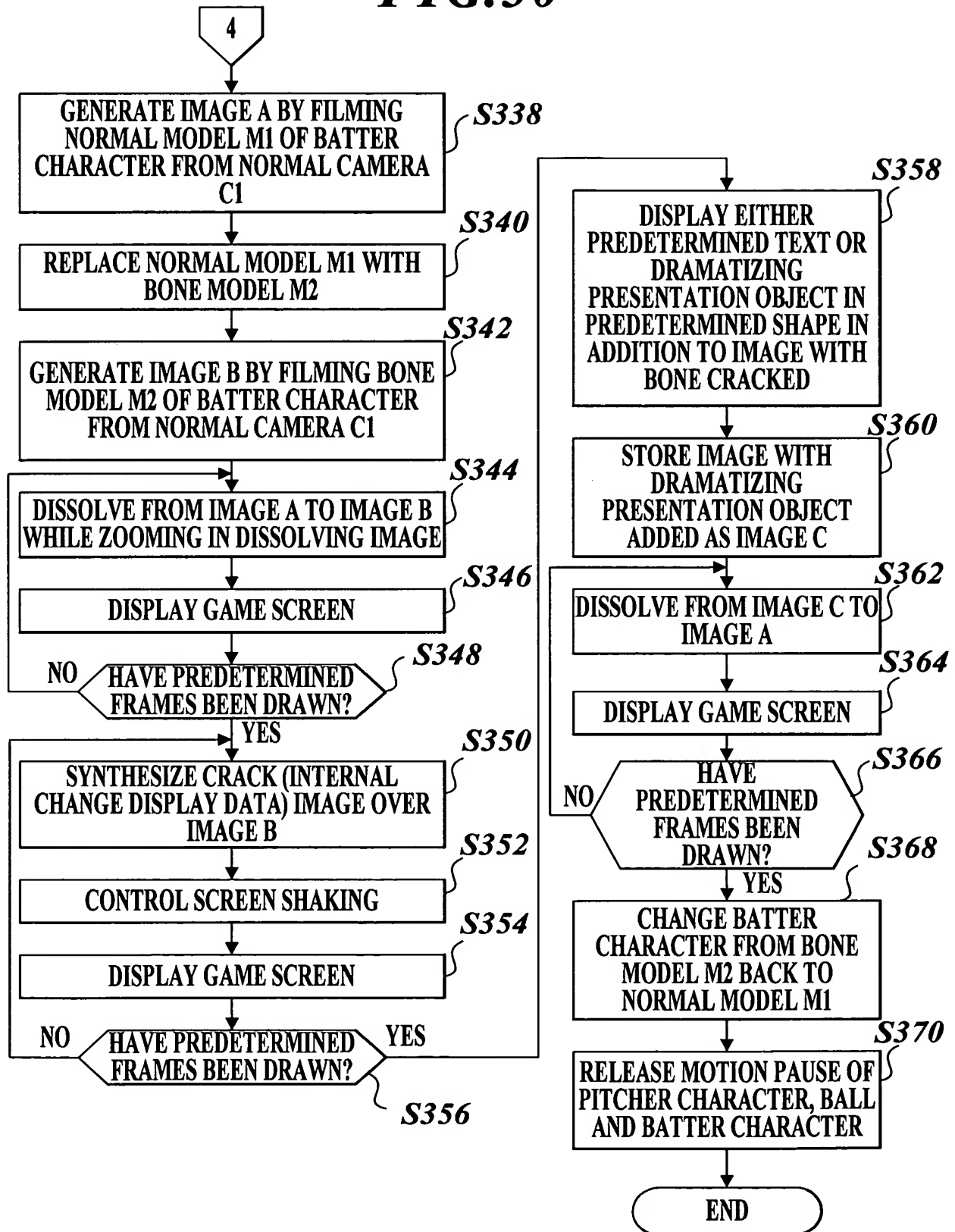
EFFECT SETTING INFORMATION						
APPLYING EVENT TYPE		DEAD BALL				
733b		733c	733d	733e	733f	733g
CUT NUMBER	DRAWING FRAME NUMBER	FILMING CONTENTS			TRANSIENT PROCESS CONTENTS	
		CAMERA	OBJECT	FIELD ANGLE SETTING	TRANSIENT PROCESS TYPE	APPLYING FRAME NUMBER
1	0~90 f	NORMAL CAMERA C1	1. PITCHER CHARACTER 2. BATTER CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1X→4X	FADING OUT TO WHITE (0%→100%)	30~90 f
2	91~150 f	NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	4X→4.2X	DISSOLVING	91~150 f
3		NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODE M1) 2. BACKGROUND			
4	151~240 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2)	4.2X	1. OVERLAYING TEXTURE 2. SCREEN SHAKING	181~240 f
5	241~380 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2) 2. DRAMATIZING PRESENTATION OBJECT	4.2X	NORMAL SYNTHESIS	241~380 f
6	381~440 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2)	4.2X→4X	DISSOLVING	381~440 f
7		NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODEL M1) 2. BACKGROUND			

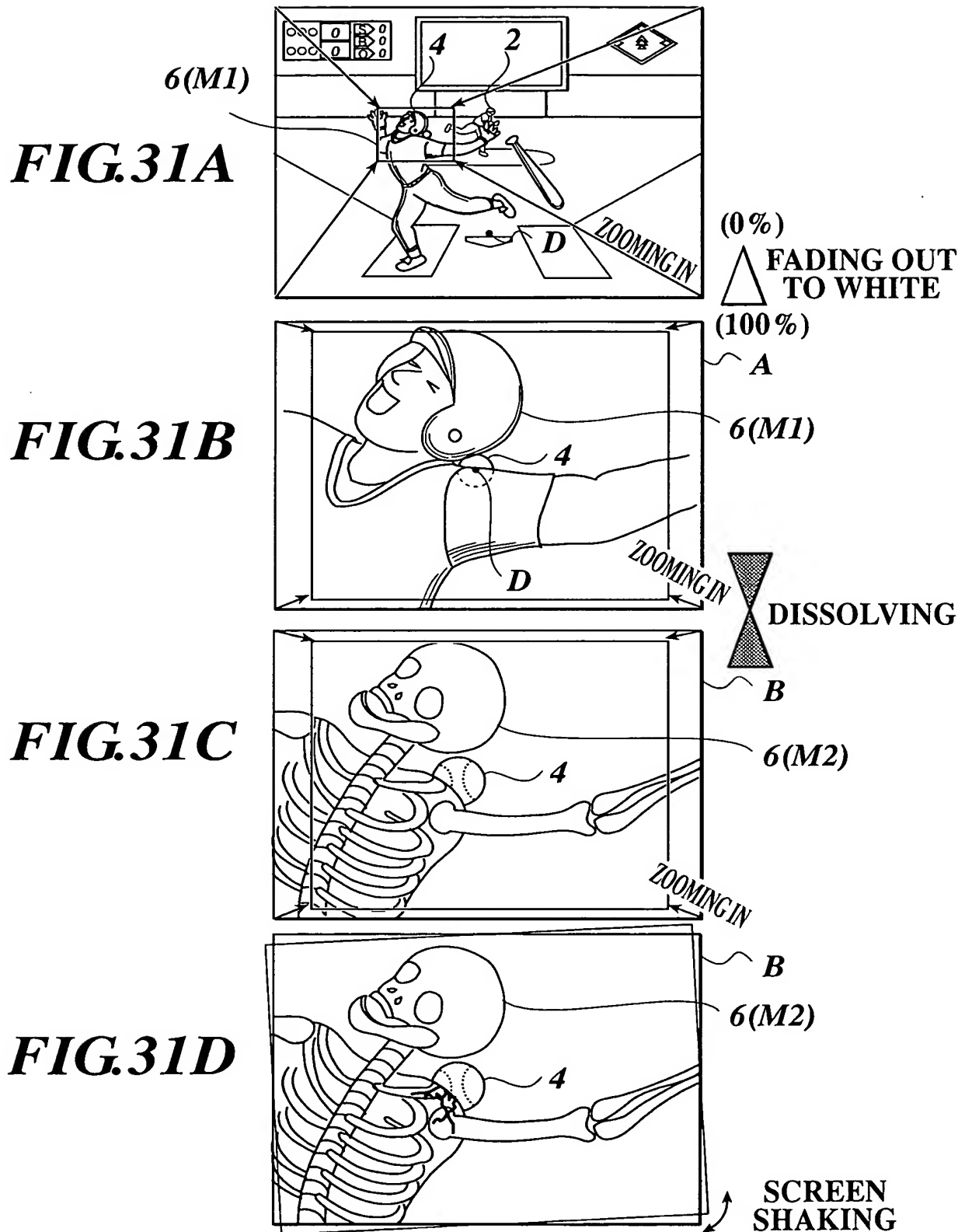


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**FIG.29**



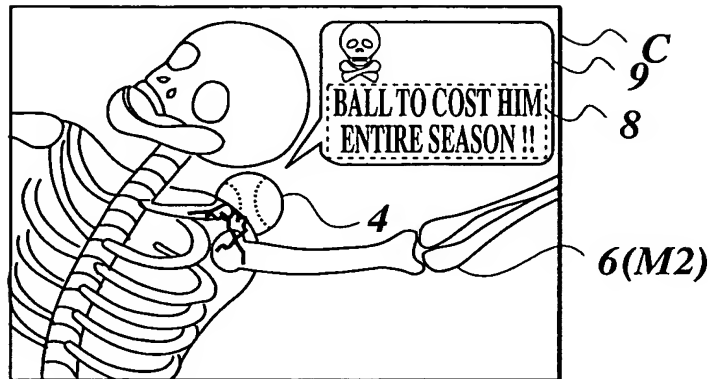
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**FIG.30**



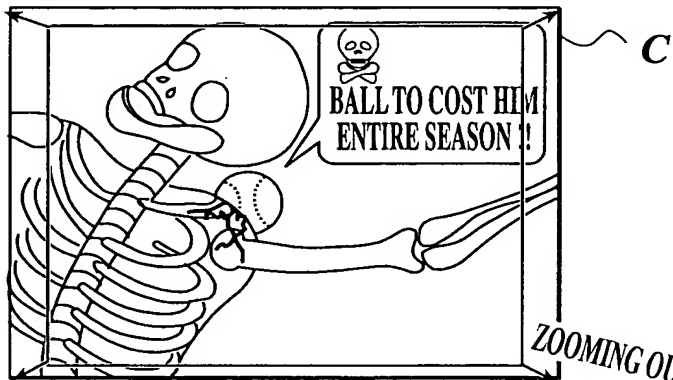




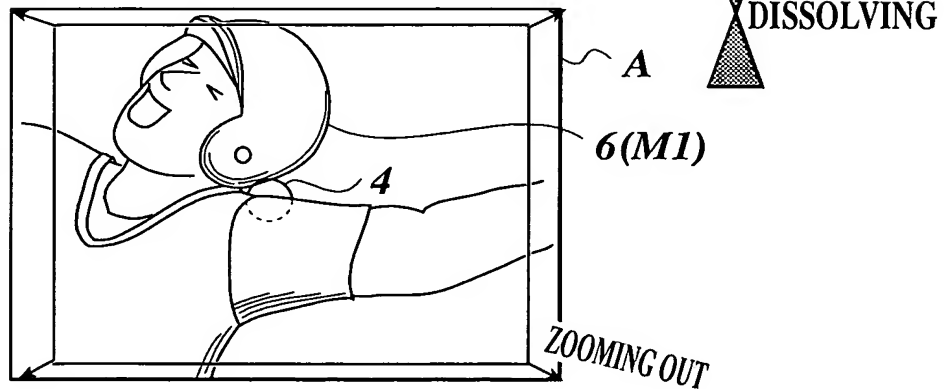
**FIG.32A**



**FIG.32B**



**FIG.32C**



**FIG.32D**

